
Title: An Archival

Author: Jasper McCarrin

And what about that
amulet?

Trinsic – Upon
traveling to Trinsic today,
I heard a town crier
speak of a man in need
of some information.
While normally I tend to
avoid the role of
“hero,” this particular
adventure sounded a bit
more to my liking. So I
headed over to the
Paladin’s Hall to see
what was about. A small
crowd was there, but
they seemed to be
dispersing. Most were
casting a travel spell. The
man they had been
gathered around was Finth
Desryn who I eventually
learned is the Captain of
the Guard in Trinsic. This
was the man who had
wanted the help.

Upon greeting him, I
noticed that his face was
worn and tired looking. I
asked Finth what I could
do for him, and he told
me that he needed
information concerning an
amulet. The amulet in
question had been stolen
from some prefects by
Juo’nar who had killed
the priests at the Shrine
of Sacrifice. I
remembered hearing about
those murders. At the
exact same moment, a
huge band of trolls had
attacked Vesper from the
north. I know a man who

is a monk and who was in Trinsic as all of this took place. I had feared for his safety at the time, but was soon relayed the message that my friend was safe.

Well, after talking to Finth Desryn a bit longer, I discovered that Juo'nar was also responsible for the death of Finth's wife. A most gruesome death at that. I asked Finth what he intended to do, and he said that he needed to know about the amulet before he made any other plans. I sensed a bit of fear in Finth when talking about Juo'nar, but perhaps it was only anger. Hmmm... I'm not sure. Regardless, Finth told me that considering the lengths to which Juo'nar went to obtain the amulet, it must hold significant power or be of great worth. This is what Finth hoped to ascertain.

Upon Finth's suggestion, I headed to Britain to speak with Sage Humbolt. Sage Humbolt is well known and has been instrumental in thwarting the schemes of the two liches, Lathiari and Kyrnia. I personally, know little about those two except that they were responsible for the increase of undead in the land of late. Especially zombies, the most foul of creatures. Just thinking of them makes me shake uncontrollably. I found the sage in the library and proceeded to ask him about Juo'nar. I suppose that he was preoccupied with his research, because

he seemed to ignore most of my questions. But I did find out that I should speak with Brother Olic of the Empath Abbey monks.

So it was off to Yew. Naturally, I stopped a few times for some wine along the way. Who could visit the monks of the Abbey without tasting some of their wine? Though to be honest, by the time I reached the Abbey itself, I was no longer in need of any more wine. *Smile*.

Brother Olic sent me to Vesper to speak with a jeweler there, one Grunthal Durn. Though I call Vesper home, I had never heard of this jeweler. In my defense, I must say that I don't frequent jewelry shops, and I dare say that Grunthal did not appear the type to spend much time in any of the taverns in which I wile away the hours. Grunthal seemed a nervous man. He twitched and seemed to want to pace as we talked. Many others had been asking him the same questions as I, and Grunthal seemed to be weary of the whole thing. But he told me of a gypsy in a cave to the west. As I left, I thought I heard Grunthal say that he needed a vacation. I went back in and told him to visit the zoo in Moonglow. I hear it is much improved, though I still need to see that for myself.

I left Vesper and wandered the forest for a few minutes before heading to the mountains.

The trees and flowers
are simply too beautiful
this time of year to
rush by without admiring
them. While standing
there taking in the
scenery, some ruffian
attacked me from behind.
I heard muffled words of
magic and was then
engulfed in flames.
Needless to say I was
none too happy about
this, so I did the only
thing I could in such a
situation... I turned tail
and ran. I managed to
get away, but was now
lost in the forest. A
forest that was suddenly
dark and threatening
instead of green and
beautiful. Luckily there
were plenty of houses to
use as landmarks, and I
found my way back to
the road.

Tired and burnt, I
no longer had the
stomach for adventure. In
addition, so much time
had passed that Finth had
probably already gained
possession of whatever
information he had been
hoping to receive. I limped
back to Trinsic thinking
that if I only had some
magic ability, I would
already be there. Or if I
could only tame a horse I
could ride. Ah, well...
walking is good for the
soul... it's just hard on
the feet.

Once back in Trinsic,
I went straight to the
Paladin's Hall. On my way
I passed a town crier
who said that Finth had
received a tome that
described the amulet in
great detail, though not
exactly easy to interpret
detail. Upon hearing this
news, I changed my

course and wandered into
the Keg and Anchor
tavern for an ale or two.
I intend to stay here and
move as little as possible
for the next few days.
Any moaning you notice in
that part of Trinsic is
likely me. Come buy me
an ale and tell me of thy
adventures.

From the Town Cryer -
The Journal of Ultima
Online, Friday, March
20th 1998
